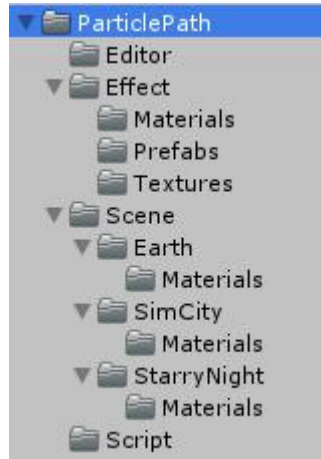# Particle Move Path Guide

Thank you very much for purchasing this package.

This guide will teach you how to use Particle Move Path!

First you need import Particle Move Path package for your project!You can see:
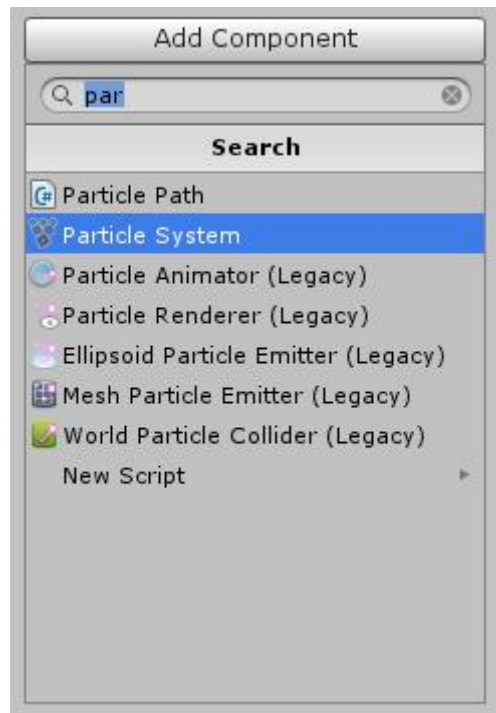

And now you can use Particle Move Path !

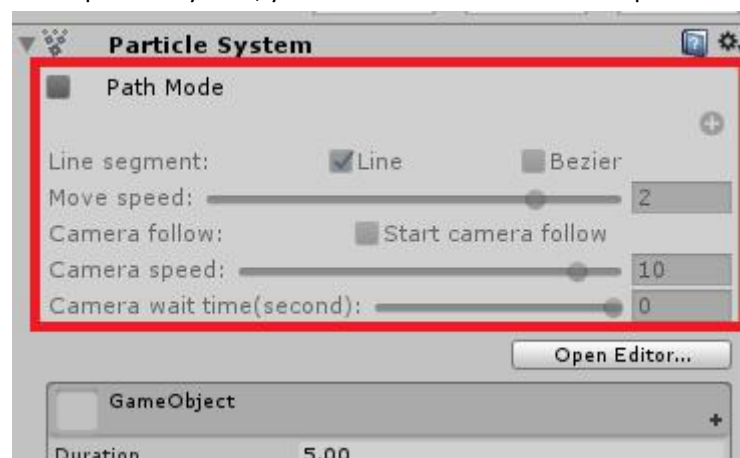## How to add Particle Move Path to Particle System?

1. Create empty Game Object for scene.

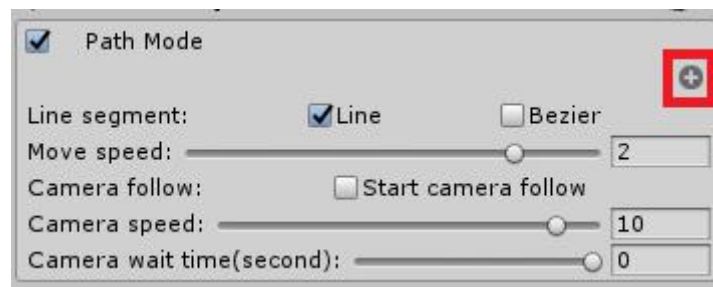2. Click this Game Object and add Particle System Component:

3. In the panel of particle system, you will find Particle Move Path panel:

4. You can Click "Path Move" button to active!
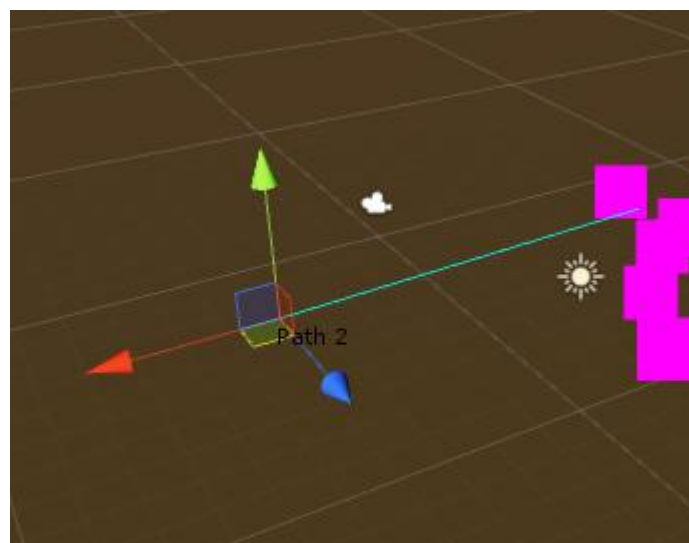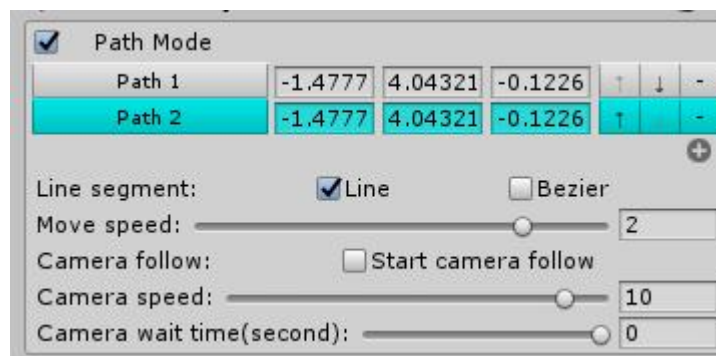
How to add Path point to scene?

Click "+" button to add new path point:

You can see the path point list like this:

You can click path point name,the list will change to cyan color,and you can edit this point position from scene view

You can also enter XYZ values directly!

Other path point option button:
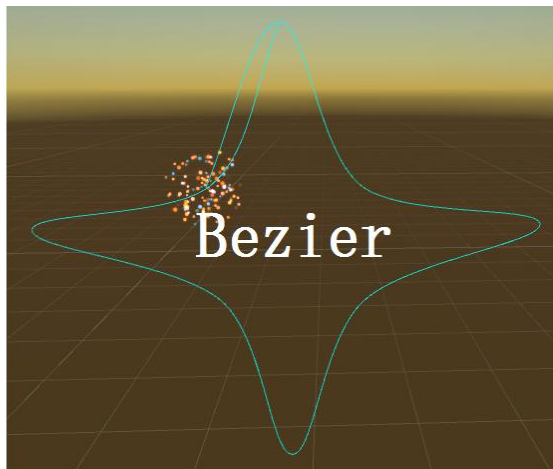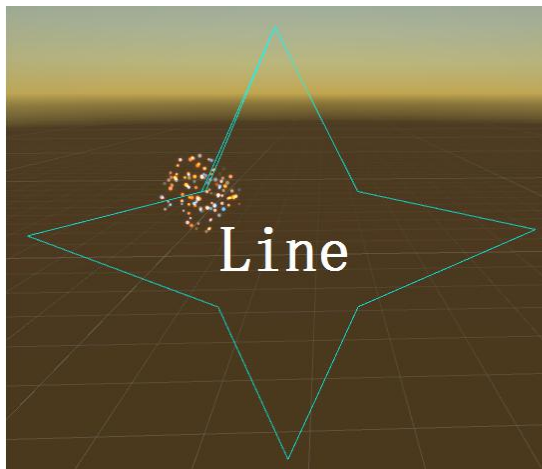
⬆ Move this path point up

⬇ Move this path point down

⊟ Delete this path point

Other Option

Line segment: You can change path line or bezier

Move speed: Set Particle point move speed! The higher the value, the slower the speed

Camera follow: You can make the main camera follow with the particles

Camera speed: Set main camera follow move speed

Camera wait time(Second): Delay Camera follow time!